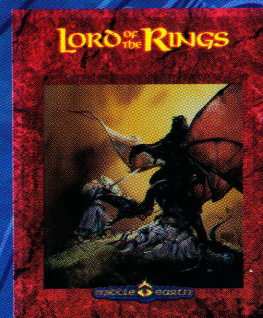


RolemasterTM

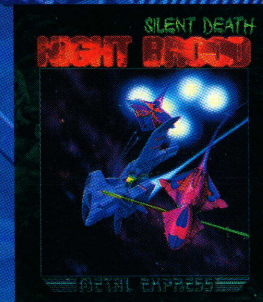
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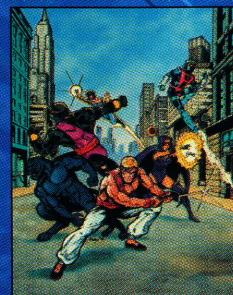
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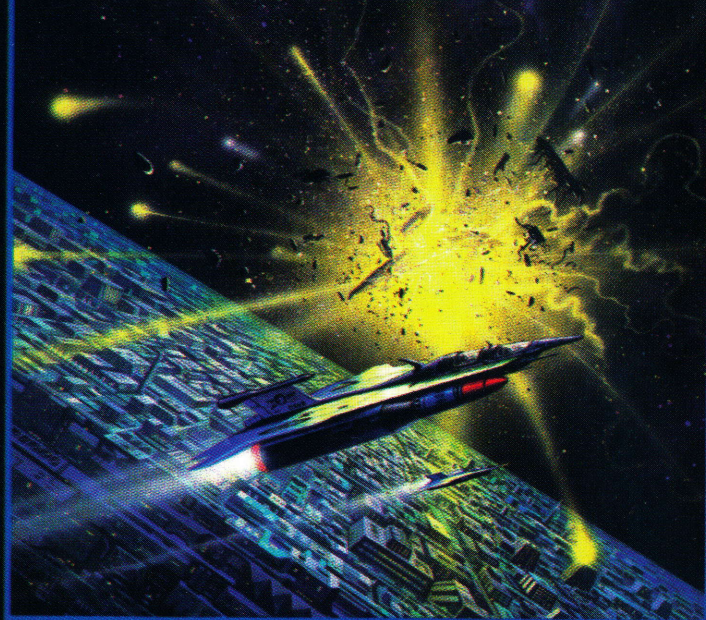
**Night Brood:TM
Expansion for
Silent DeathTM**



**Champions
UniverseTM**

1993 • Number One

SILENT DEATH™



RULES & STARCRAFT DISPLAY PACK

METAL EXPRESS

SILENT DEATH:™
A fast-paced game of
Space Fighter combat



ICE Catalog 1993 #1



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Introduction

Hello! Thanks for taking the time to flip through ICE's 1993 #1 Catalog. At ICE, you are a valued customer: our number one concern is making sure that you are absolutely satisfied with our games and service. If you're not satisfied with something you found in this catalog, let us know—we'll do our best to make things right.

In order to help you contact us with your comments, questions, and orders, here is a listing of our phone numbers:

For Direct Mail Credit Card Orders	1-800-325-0479
For Trade Inquiries & New Title Info	1-800-325-0479
To Request Author's/Artist's Guidelines	1-804-295-3918
For An Urgent Rules Question	1-804-295-3917

If it is inconvenient for you to phone us, please write with any questions, feedback or comments. We actually prefer questions to be written in rather than phoned in. Please formulate your rules questions in a "yes" or "no" format, and always include a #10 sized SASE for our response. Our address is:

ICE
PO Box 1605
Charlottesville, VA 22902

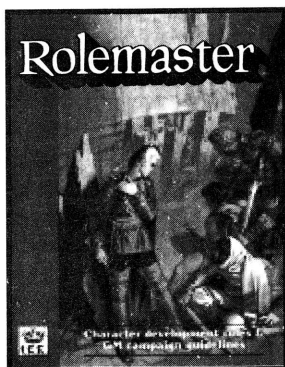
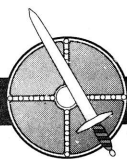
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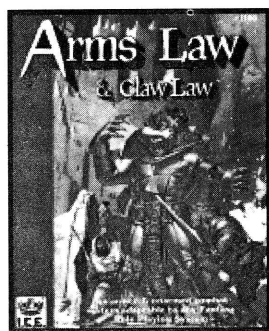
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Please note prices and stock availability are subject to change without notice and all prices are quoted in US\$.

**Rolemaster™ Boxed Set**

Our complete boxed FRP system contains the three core books: *Arms Law & Claw Law*, *Character Law & Campaign Law*, and *Spell Law*. This state-of-the-art system adds realism and depth to your campaign without sacrificing playability.

St #1000 Boxed \$38.00

**Arms Law & Claw Law®**

(included with *Rolemaster* boxed set)
AL&CL is *Rolemaster's* armed and unarmed combat system, but it is adaptable to any FRP game. Each weapon and attack form has its own unique attack and critical tables. *AL&CL* adds excitement and realism to any campaign.

St #1100 96 pgs \$12.00

Rolemaster™

Rolemaster™ is ICE's flagship game line. A perennial best seller for over ten years, *Rolemaster* is the perfect fantasy role playing system for experienced GMs and role players. Are you looking for a more satisfying fantasy game than the one you are playing now? *Rolemaster's* for you.

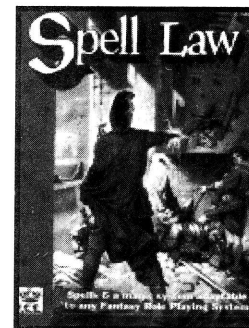
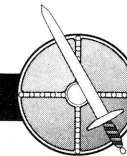
Comprehensive and complete, no other fantasy RPG available gives you so much flexibility in setting up a rich, awe-inspiring campaign.

As attested to by our ongoing line of *Rolemaster Companions* (compilations of optional rules designed by GMs and players of the game), this is a very open-ended system.

Rolemaster's greatest strength is its strong set of core rules. They create a solid foundation upon which can be built any sort of fantasy-genre variation. GMs love the fact that they can tinker with *Rolemaster's* many optional rules and not upset the game's basic underlying premises.

Our *Rolemaster* line will continue to expand. In the future, you will see more companions, genre books, and supplements, including an *Oriental Companion*, a *Channeling Companion*, and an *Arms User's Companion*.

Rest assured these new products will continue the legacy of one of the greatest and most popular FRPs this industry has seen.

**Spell Law®**

(included with *Rolemaster* boxed set)

Spell Law is *Rolemaster's* sourcebook for over 2000 fantasy spells. Adaptable to any FRP game, *Spell Law's* magic system includes individual spell attack tables, critical strike tables, a power point system, workable alchemy rules, and more.

St #1200 160 pgs \$14.00

Character Law & Campaign Law™

(included with *Rolemaster* boxed set)

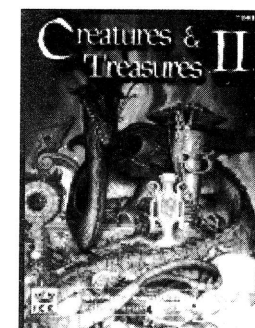
ChL&CaL is *Rolemaster's* complete character development rules set which uses a combined skill and level system. This enables players to create truly remarkable and individual fantasy characters. *ChL&CaL* also includes extensive campaign and GM guidelines.

St #1300 144 pgs \$14.00

Creatures & Treasures™

C&T provides descriptions and *Rolemaster* game stats for over 500 animals, races, and fantastic beasts, including: Demons, Elementals, Dragons, Undead, and Giants. Tables help generate unusual treasures and a wide variety of random encounters.

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**Creatures & Treasures II™**

C&T II is our second bestiary offering complete descriptions and game stats for hundreds of new fantasy beasts. Also included are tables for generating random treasures and encounters, and descriptions for a multitude of magic items.

St #1410 96 pgs \$13.00

Rolemaster Character Records™

This helpful book contains individual character sheets for every *Rolemaster* profession through *RMC IV*. Get all the information about your character on a few, well-organized pages.

St #1002 144 pgs \$12.00

Rolemaster Heroes & Rogues™

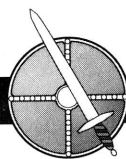
Ever needed a detailed non-player or player character on the spur of the moment? *Rolemaster Heroes & Rogues* provides complete game information for 24 characters, each at seven different levels.

St #1420 160 pgs \$16.00

Rolemaster Companion™

RMC is the first in an ever-expanding line of optional rule compilations written by players of the *Rolemaster* game system. *RMC* provides 32 new spell lists, 8 new professions, including Druids & Nightblades, and a variety of new races, creatures, and secondary skills.

St #1500 96 pgs \$12.00

**Rolemaster Companion II™**

RMC II has thirteen new professions (including the Warrior Mage), 65 new spell lists, over 100 new optional skills! This supplement also provides comprehensive master tables and descriptions for all the skills and professions in *Rolemaster*.

St #1600 112 pgs \$12.00

Rolemaster Companion III™

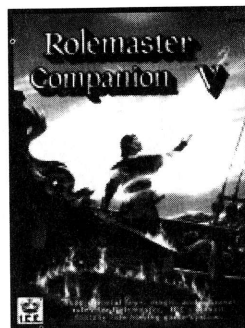
Twenty-one variant professions (including the Bounty Hunter & Assassin), more than 40 new spell lists, 7 new critical tables, 4 spell attack tables, and more optional rules highlight *RMC III*.

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Rolemaster Companion IV™

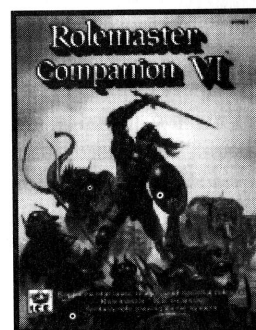
Besides its optional rules, spell lists, and guidelines, *RMC IV* features a complete index of all *Rolemaster* spells and spell lists, along with a complete checklist for core rules, all optional rules, professions, and spell lists from previously published material.

St #1800 96 pgs \$13.00

**Rolemaster Companion V™**

RMC V covers time travel, Earthnodes (i.e., essence pools), skill specialization, spell research, more creatures, treasures, skills, spell lists, professions, and more.

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**Rolemaster Companion VI™**

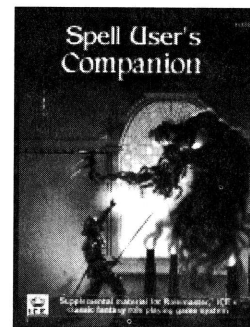
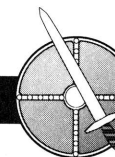
Yup—we did it again. As long as you keep buying them, we'll keep putting out one every year. *RMC VI*'s emphasis is on stat bonuses, flexible skill development, and rewards for role playing. *RMC VI* boasts a unified skill system, Gothic-Fantasy and Sci-Fantasy professions.

St #1901 128 pgs \$14.00

Elemental Companion™

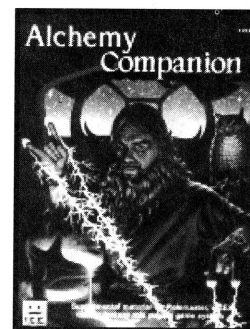
This is your sourcebook for elemental power. Also included are new spell lists, new elemental professions, and more.

St #1510 112 pgs \$15.00

**Spell User's Companion™**

If you like to play spell casters, then this one's for you. Find magical skills, herbs, rituals, and dozens of new spell lists, including the brand new Esoteric spells.

St #1520 160 pgs \$16.00

**Alchemy Companion™**

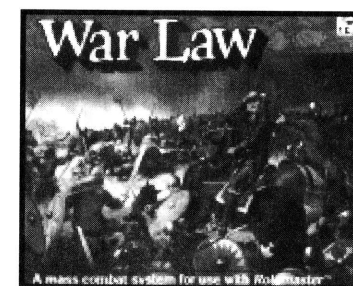
Rolemaster's definitive text on item creation and alchemical science. Few GMs can afford to do without this comprehensive work, which includes 19 new professions and hundreds of new spells.

St #1530 208 pgs \$18.00

Oriental Companion™

New professions, spells, creatures and items, all with an oriental bent, appear in this new *Rolemaster* sourcebook. *Oriental Companion* contains plenty of background campaign information too.

St #1540 112 pgs \$14.00

**War Law™**

War Law is the mass combat system designed for use with *Rolemaster*. *War Law*, which comes as a boxed set, includes a unit generation system, unit attack tables, maps, dice, and plenty of rules to simulate battlefield conditions.

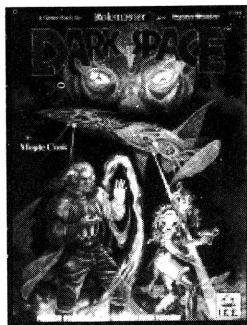
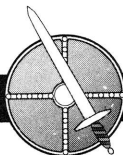
St #1110 Boxed \$30.00

Rolemaster Combat Screen™

This GM's screen contains all relevant game charts and a critical strike table booklet.

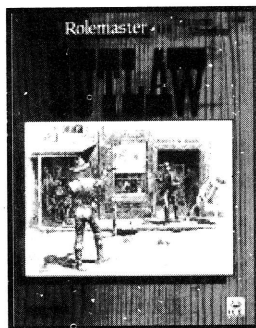
St #1001 Screen \$6.00



**Dark Space™**

Horror in a realm of sorcery and softech! *Dark Space* details a sci-fi/fantasy/horror setting where magic and technology coexist and evil alien horrors plot the downfall of mankind.

St #1301 160 pgs \$16.00

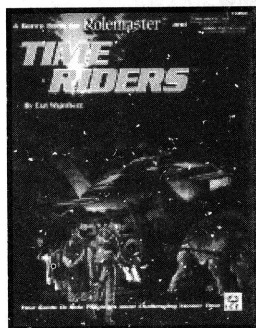
**Outlaw™**

Outlaw contains everything you need to know about running an old west role playing game. *Outlaw* covers adventuring in the US, west of the Mississippi, from 1865 to 1901.

St #1302 192 pgs \$18.00

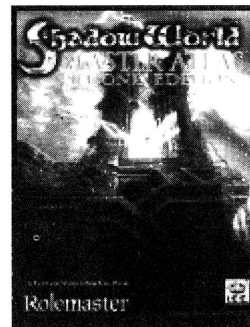
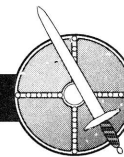
Rolemaster Genre Books™

Rolemaster and its Sci-Fi counterpart, *Space Master*, are so versatile, we've started to produce *Genre Books™* which detail specific campaign settings for use with this unified game system. Each title focuses on a specific campaign setting, or genre, and includes the additional rules needed for adventuring in that setting. If you're looking for a change of pace and want a unusual gaming environment, try one of our new *Genre Books*. (Note that this series is not part of the discontinued line of *Campaign Classics*.)

**Time Riders™**

Adventure in the greatest milieu of them all: Time! *Time Riders* provides you with a complete time travel campaign and gives plenty of good GMing tips for this intricate, fascinating game universe.

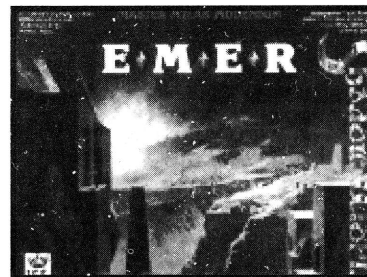
St #1303 144 pgs \$15.00

**Shadow World® Master Atlas**

2nd Edition (replaces #6000)

This beautiful book is the cornerstone of our Shadow World series. It contains in-depth information on Kulthea, the Shadow World, an unparalleled planet of adventure, populated with all manner of fantastic beasts, peoples and nation states. Includes a huge color map of the western hemisphere.

St #6050 208 pgs \$24.00

**Emer, The Great Continent™**

Emer continues the sweeping legacy of *Shadow World* with a giant supplement. This is your guide to Kulthea's greatest continent. Includes several maps.

St #6100 \$30.00

Shadow World®

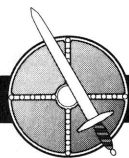
Shadow World® is ICE's very own fantasy world environment. Are you looking for a complete, well-supported campaign setting for your fantasy game? The *Shadow World* may be exactly what you're looking for.

This line is currently being revamped so that all new products are now solely dedicated to our *Rolemaster* fantasy role playing system. In the past, *Shadow World* products were designed for use with both *Rolemaster* and *Fantasy Hero*, however, this is no longer the case.

The *Shadow World Master Atlas* has recently been re-released in a new 2nd Edition format, and heralds the era of *Rolemaster's* dominion in this unique fantasy world.

Note that all *Shadow World* products are severable and self-contained, and this mystical land is the ideal environment to plug in one's own existing campaign.

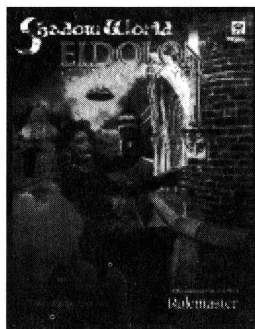
If you are thinking of entering the *Shadow World*, we suggest that you start with the *Shadow World Master Atlas 2nd Edition* and then branch out into the Jaiman module and *Emer*. Our newest modules in this line include *Eidolon* and *Gethænna*. Give them a look!



Jaiman, Land of Twilight™

Eight adventures take players from the ancient tombs of forgotten kings to the treacherous citadels of Priests of the Unlife! A color map and continental overview round out this exciting *Shadow World* piece.

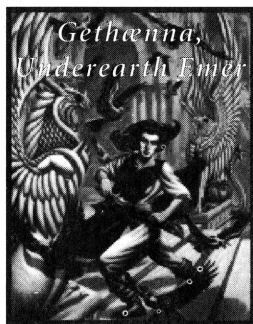
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Over the northern Emer port city of Sel-Kai floats Kulthea's greatest wonder, the airborne floating city of Eidolon. Explore the intrigues of this unique merchant town.

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Enter the deadly subterranean realm of a long forgotten Essénce Lord in this 7-adventure *Shadow World* campaign.

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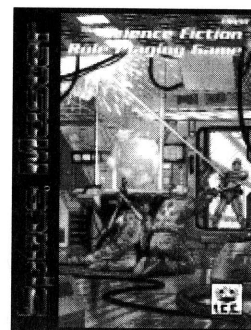
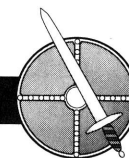
Seven adventures set in and around the realm of the Sky Giants in the wastes of Jaiman.

St #6012 64 pgs \$12.00

Norek™, Intrigue in a City-state of Jaiman

Norek is a prosperous port on the southwest shore of Jaiman, but in this adventure you risk a fall before the dark flood of the Unlife.

St #6014 80 pgs \$13.00



Space Master: The Science Fiction Role Playing Game™

(replaces #9000)

Space Master is a comprehensive science fiction RPG critically acclaimed by players and industry figures alike. Included are exciting man-to-man combat rules, realistic character generation guidelines, extensive campaign material, and a rich future history.

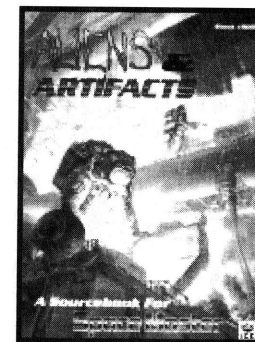
St #9050 336 pgs \$26.00



Space Master™

Space Master™ is *Rolemaster*'s sister game covering the universe of the far future. While *Space Master* has, in the past, been supported by its own line of adventures, we are now looking at the game as most players do—as an expansion of the *Rolemaster* rules.

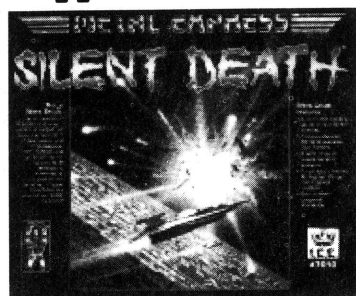
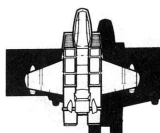
Space Master's role playing rules set has recently been re-released in a single, reformed volume intended to make it more accessible to our *Rolemaster* audience. Note that *Space Master* is still supported by its own line of sourcebooks.



Aliens & Artifacts™

Aliens & Artifacts is *Space Master*'s book of creatures & treasures. This manual compiles alien races by ecosystem, and includes a listing of odd technological items.

St #9003 144 pgs \$14.00

**Silent Death™ Deluxe Edition**

This deluxe set contains 18 metal starfighter miniatures, dice, maps, color counters, a scenario folder and more. The game comes ready to play with only three pages of rules to read for the basic game. Challenge deadly opponents and the cold hard vacuum of deep space with *Silent Death*.

St #7010 Boxed \$40.00

**Silent Death Unleaded™**

This is the same game found in the *Deluxe Edition*, but without the 18 metal miniatures (un-lead-ed, get it?). Nevertheless, it's as ready to play, since players can use the full-color counters provided to represent their starfighters.

St #7000 Boxed \$20.00

Silent Death™

Are you tired of science fiction games that bog down in volumes of tedious or ambiguous rules? We are. That's why we've started publishing *Metal Express™* games. They're fast-paced, and oriented towards play with table-top miniatures (i.e., they're designed to be fun!).

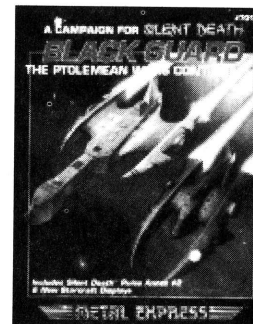
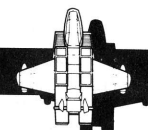
The first release in this line is *Silent Death*, a game of deadly space fighter combat. It has received widespread critical acclaim for its ease of play and excitement level. It also has its own range of miniatures, sculpted by Chris Tubb of Mithril Miniatures fame.

Other major *Metal Express* releases are planned for the future, including a ground combat skirmish game and a new RPG to support this growing line.

**Overkill: The Ptolemean Wars™**

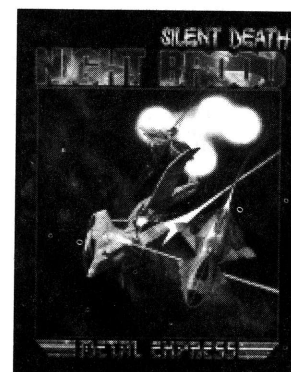
Overkill™ is *Silent Death's* first expansion set. It includes a full color counter sheet, rules for gunboats, and plenty of new scenarios.

St #7011 64 pgs \$14.00

**Black Guard:****The Ptolemean Wars Continue™**

Black Guard™ picks up where *Overkill* left off, continuing the first expansion's campaign, and providing players with a complete, updated set of starfighter displays.

St #7012 48 pgs \$9.00

**Night Brood:****Campaign Against the Grubs™**

Aliens finally make their gruesome appearance. *Night Brood™* is the third expansion set for *Silent Death*, though ownership of *Overkill* and *Black Guard* aren't necessary to play it. This boxed set includes six new miniatures and a color counter sheet.

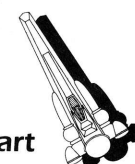
St #7013 Boxed \$20.00

Silent Death™ Miniatures

These metal starfighter minis are manufactured by RAFM Company Inc. to ICE specifications. 1-3 ships and bases are supplied per blister card. Starcraft Displays for miniatures #901-912 appear in the *Silent Death* game (either version). Displays for #913-918 are provided in the *Overkill* expansion, while stats for #919-924 come in *Black Guard*. #925-930 are Hatchling alien fighters which are described in *Night Brood*.

St #901-930 \$4.00 each

Note that miniature prices will be subjected to extreme alteration due to state legislation and regulation.

**Dart****Larva****Spirit Rider™**

St #901

Small, but tough provincial fighter. 3 per pack.

Thunder Bird™

St #902

Aging Imperial design, bolstered with an increased torp load. 2 per pack.

Night Hawk™

St #903

Deadly Transtar attrition fighter, armed with six splatterguns. 2 per pack.

Seraph™

St #904

Rugged, heavily armored 2-man fighter. 2 per pack.

Salamander™

St #905

Excellent, all-purpose medium fighter. 2 per pack.

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St #906

Poorly armored missile gunboat of provincial design. 2 per pack.



Silent Death



Talon

Teal Hawk™ St #907
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Revenge™ St #909
Heavy strike fighter carrying ten Mk50 torps. 2 per pack.

Remora



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This ultimate heavy fighter carries missiles and splatterguns. 2 per pack.

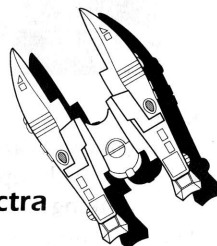
Pit Viper™ St #911
Light provincial attrition fighter—agile but vulnerable. 3 per pack.

Shryak Shuttle™ St #912
Stock hypershuttle converted into the combat role. 2 per pack.

Blizzard™ St #913
Light fighter packing four torps and a Disruptorgun. Stats in *Overkill*. 3 per pack.

Kosmos™ St #914
Upgraded single man fighter carrying depletable munitions. Stats in *Overkill*. 2 per pack.

Hell Bender™ St #915
All-purpose fighter with an array of weapon systems. Stats in *Overkill*. 2 per pack.

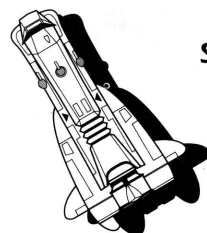


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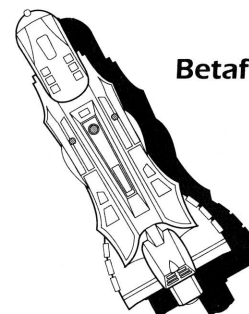
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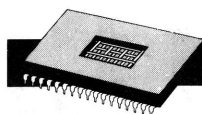


Muskellunge

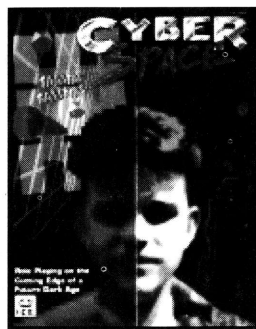
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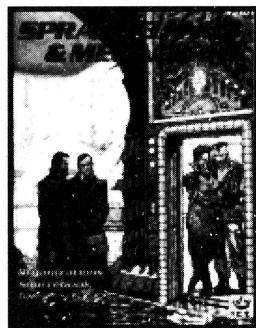
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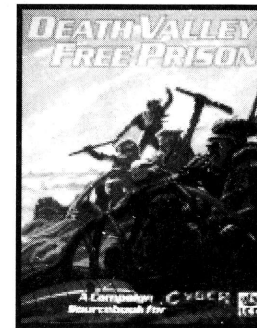
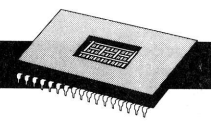
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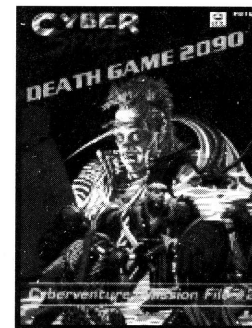
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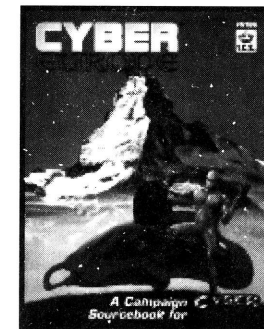
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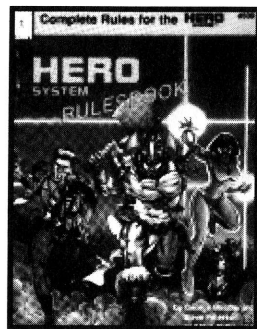
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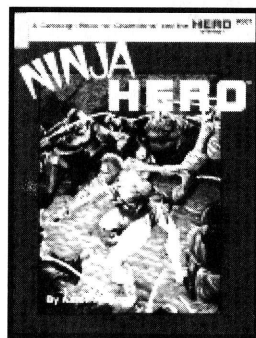
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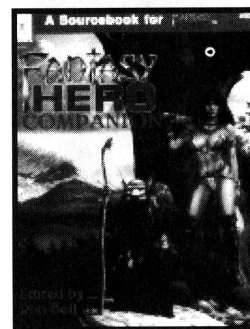
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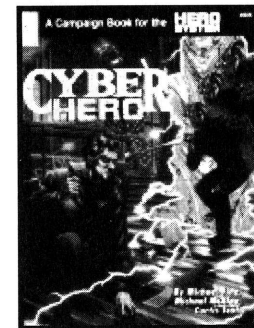
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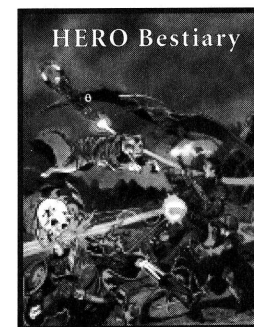
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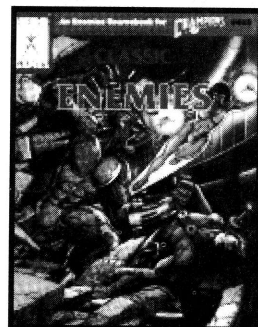
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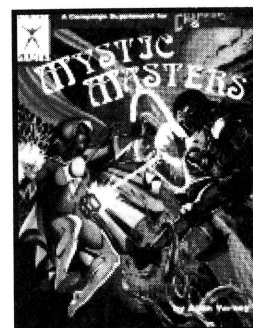
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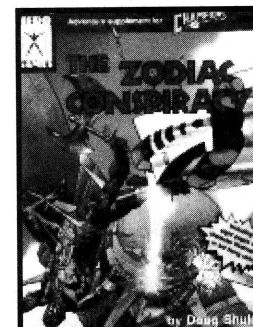
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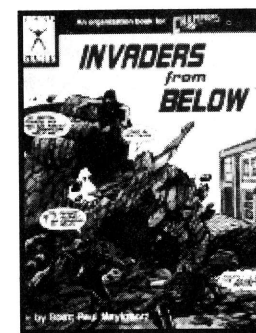
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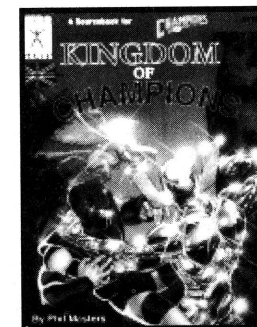
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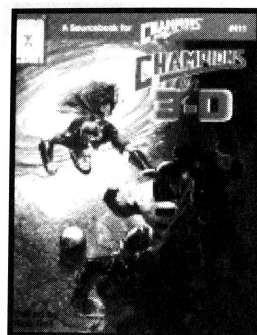
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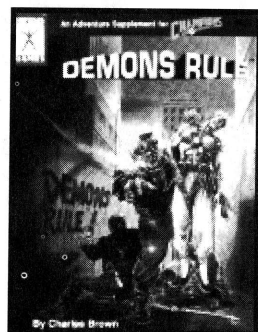
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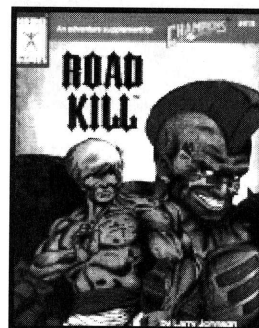
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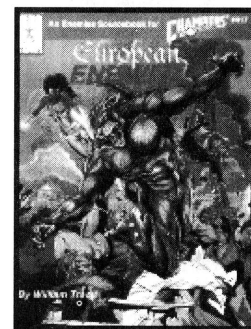
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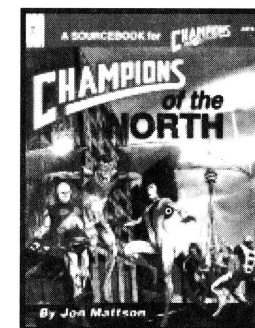
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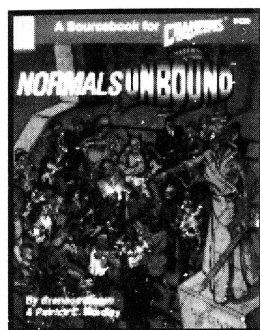
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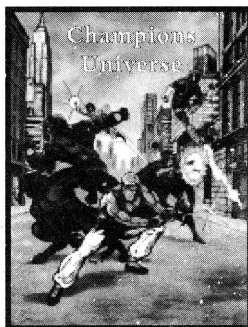
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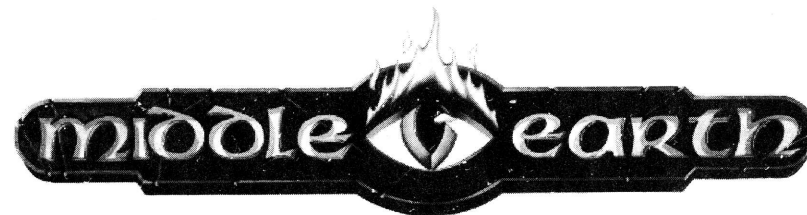
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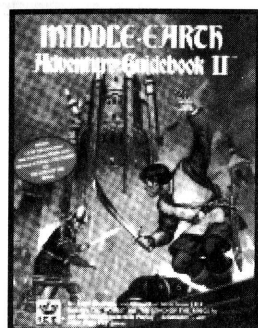
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Middle-earth



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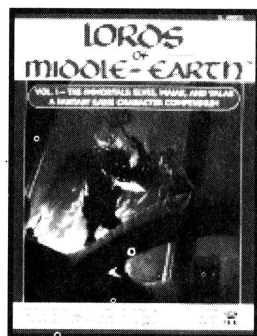
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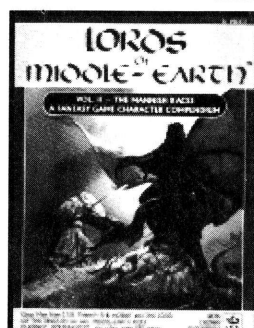
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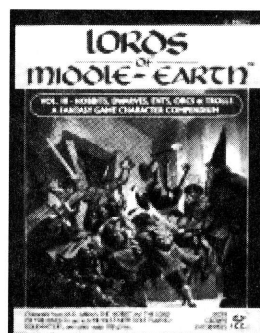
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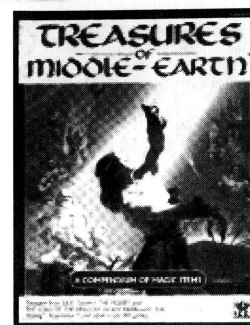
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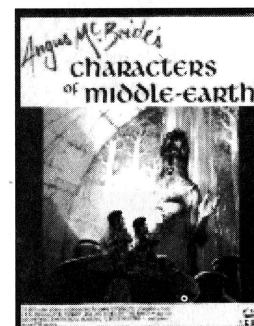
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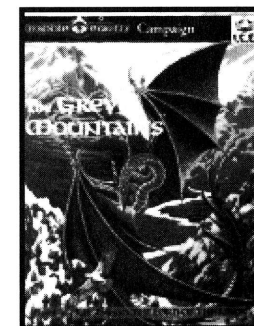
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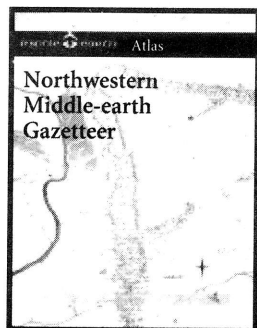
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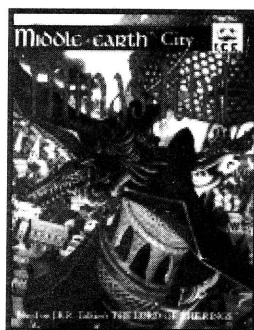
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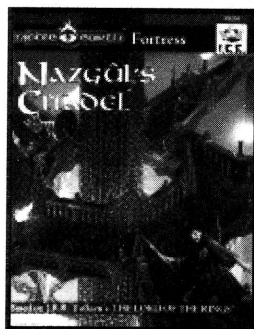
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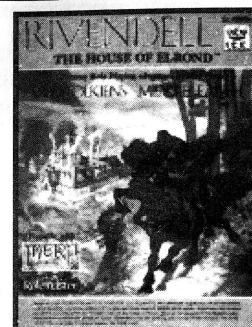
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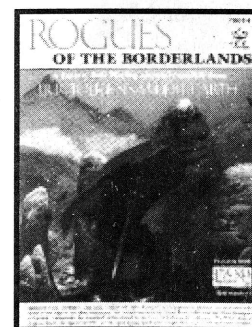
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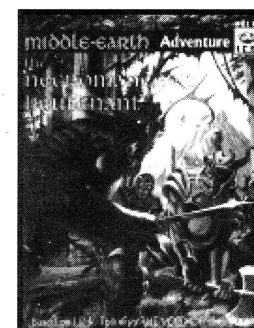
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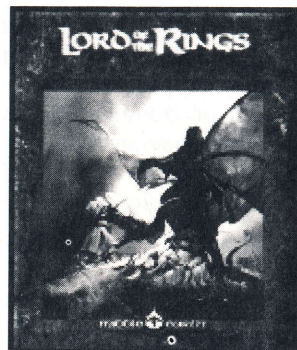
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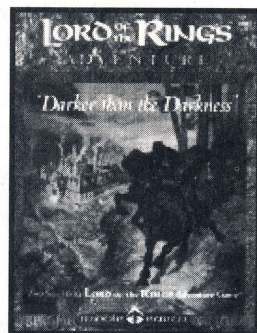
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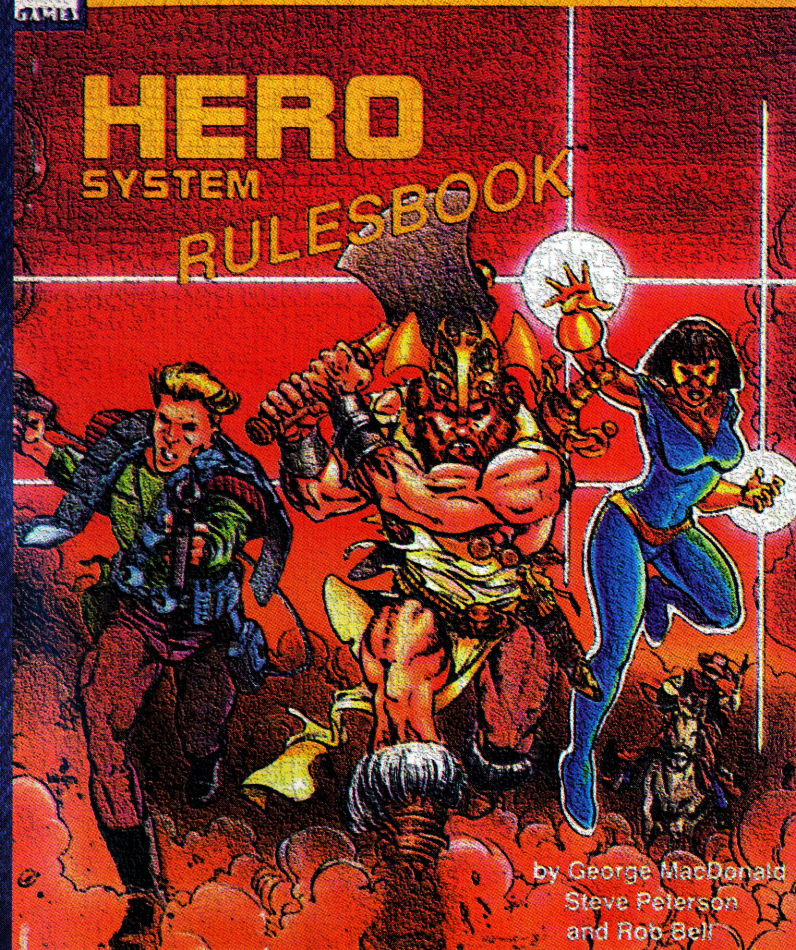
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